

The listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Previously presented) A gaming network comprising:
a plurality of gaming machines;
one or more information servers coupled to the gaming machines, the one or more information servers structured to store data related to the gaming machines and related to players of the gaming machines, and to generate data for use on the gaming network;
a plurality of secure wireless servers structured to couple to the one or more information servers, the secure wireless servers being distributed around a gaming floor in which gaming machines are available for play; and
a portable secure wireless receiver, other than the one or more information servers, structured to couple via a wireless link to at least one of the secure wireless servers based on the proximity of the secure wireless receiver to the at least one secure wireless server and to create a secure data channel between the at least one secure wireless server and the secure wireless receiver wherein the at least one secure wireless server is structured to create a session with the secure wireless receiver only at certain times and wherein the at least one secure wireless server is structured to terminate the session if the secure wireless receiver is not used for a predetermined period of time.
2. Canceled
3. (Previously presented) The gaming network of claim 1 wherein the session is limited in duration.
4. Canceled
5. (Previously presented) A system for redeeming tickets comprising:
one or more information servers on a gaming network, the one or more information servers configured to store data related to past play of gaming machines and related to players of the gaming machines, and to generate data for use on the gaming network;
data stored on the one or more information servers relating to transactions previously memorialized by a ticket;

a plurality of secure wireless servers structured to couple to the one or more information servers, the secure wireless servers being distributed around a gaming floor in which at least one of the gaming machines is located; and

a portable secure wireless receiver, other than the one or more information servers, structured to couple via a wireless link to at least one of the secure wireless servers based on the proximity of the secure wireless receiver to the at least one secure wireless server and create a secure data channel between the at least one secure wireless server and the secure wireless receiver over which data stored on the one or more information servers can be retrieved wherein the at least one secure wireless server is structured to create a session with the secure wireless receiver only at certain times and wherein the at least one secure wireless server is structured to terminate the session if the secure wireless receiver is not used for a predetermined period of time.

6. (Previously presented) The system of claim 5, further comprising a session detector configured to determine if the secure wireless receiver has a presently established session with a secure wireless server.

7. (Original) The system of claim 5, further comprising a ticket validator configured to determine if a particular ticket identifier correctly identifies a previously memorialized transaction.

8. (Original) The system of claim 7 wherein when the ticket identifier correctly identifies a previously memorialized transaction, the one or more information servers are configured to generate redemption data.

9. (Original) The system of claim 8 wherein the redemption data includes the date and time a ticket was redeemed.

10 - 20. Canceled